
Title: The Ophidians

Author:

The Ophidian culture started in the Lands of Danger and Despair shortly after the sundering of the continents after Mondain's defeat at the hands of the Hero. One of the kings of the land, Shamino, was stranded in the Lands of Lord British, and the other, the King of the White Dragon, went insane and killed himself and his subjects. It was at this time that the Great Serpents contacted the remaining people from the Void. They told the people that if they followed the Great Serpents, they would prosper. The newly named Ophidians quickly built their culture around the Great Serpents and their virtues. They established cities and shrines throughout the renamed Serpent Isle, most of them beneath the huge mountain ranges of Skullcrusher and Spinebreaker, though some were built upon the existing cities. Blackrock was a small, but important part of the Ophidian culture, as it was used in many of the holy items made for use in the shrines, and were imbued with certain magical properties. The Ophidians were split into three factions, one following the tenets of

the Serpent of Order,
another following the
Serpent of Chaos, and
the third following the
Great Earth Serpent of
Balance. This last group
was but few, yet they
managed to keep the two
opposing philosophies of
Chaos and Order at peace
with one another, ruled
by their respective
Hierophants, or leaders,
but all being subject to
the Great Hierophant of
Balance, who in turn
communicated the will of
the Serpent of Balance.
The Ophidians lived in
peace for many years,
though the exact length
is unknown because of
time differences between
our Britannia and the
Serpent Isle. They had
many accomplishments, one
being the Serpent Gates,
or Dark Path as it was
later called. The Serpent
Gates allowed
instantaneous travel
between many of the
Ophidian holy places and
cities. Another, perhaps
the most spectacular of
them all, was the Wall of
Lights. Three of these
magical Walls were made,
and they allowed the
Hierophants of Chaos,
Order, and Balance to
enter the Void and
commune with their
benefactors the Great
Serpents.

All of this peace and
prosperity was not to
last, however, as the
Hell-Spawn Exodus, during
the Third Age of
Darkness, pulled the
Great Earth Serpent
from the Void in order
to protect his castle
from assault. The Great
Earth Serpent was
eventually freed by the
Hero, but when he

returned he found the
Ophidian culture and cities
destroyed. During the
Great Earth Serpent's
long absence, the rival
Serpents of Chaos and
Order used their
followers to wage war
against each other in
what became the War of
Imbalance. During this
war, the cities were
destroyed and most of
the people killed, and
eventually Order prevailed.
The Chaos Serpent was
split into the three
Banes, and entrapped by
the servants of Order.
Having nowhere to live,
the remaining servants of
Order fled through the
Wall of Lights. To where
they fled is a mystery,
and none but the Order
Serpent itself may know.
But the Order Serpent's
victory was short-lived,
as he was alone in the
Void, without followers, he
went slowly insane. This
is what greeted the
Serpent of Balance upon
his return. The ruins of
the Ophidians lay
forgotten until the arrival
of the settlers,
led by Erstam the mage,
that fled from Britannia
and the rule of Lord
British. Yet these people
did little to study or
preserve the remains of
the ancient culture. Upon
the arrival of the
Avatar, the Hero from
Another World, the
Ophidian cities and shrines
were once again
discovered by the Avatar
and his Companions.
Through the efforts of
the Hero from Another
World, the Serpents were
restored to their place in
the Void, yet the
Ophidians still lay in their
mountain tombs, but their

souls now rested in the
Void.